

Public Domain  
Encyclopedia vol. III  
**CENTAUR  
SUPER-POWERED  
PIONEERS**

*PREVIEW*



**G. SESSELEGO - L. LIVI**





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# INTRO TO THE PUBLIC DOMAIN ENCYCLOPEDIA

*The Public Domain Encyclopedia (or PDE) is dedicated to the lost treasures of the comic book industry that are freely available to all.*

*No cost, no charge.*

*It is aimed at readers, writers and artists that are looking for something different, be it totally unknown or fully recognizable to all.*

*We want PDE to be like a magic box whose content will change every time you take it in your hands to pull out something you haven't thought about.*

*Something that will amaze and entertain everybody, bringing long nights of creativity.*

*We do not dare to think that we will disclose secrets you don't know about, rather than provide a tool to improve the mindscape we all share, thanks to the creations of people that came before us and left characters and concepts we now can use as we please.*

*It will be an ever-improving work to which everybody can contribute with suggestions, comments and criticism.*

*Most of all, it is something we would like to share.*

# THE CHARACTERS





# **AIR MAN**

Drake Stevens

## **CREATED BY:**

George Kapitan (1919 - 1996)

Harry Sahle (1913 - 1954)

## **HISTORY & BIO**

When renowned ornithologist Claude Stevens is killed without receiving justice from the police, his son, Drake, decides to start a war against crime in the guise of Air Man, a winged vigilante equipped with tactical weapons of his own creation.

As much as National/DC's winged hero, Hawkman, is associated with raptors, Air Man is generally paired with the albatross as most of his adventures take place on the high seas.

Air Man's nest and laboratory are placed in an unspecified location, amid rocky cliffs high above the ocean.

Ellen Page, Drake's fiancée, is aware of Air Man's secret identity and makes a step back in their relationship to let Drake carry out his war against criminals, hoping for a happier future together.

## **POWERS & ABILITIES**

Air Man wears helium-filled wings that make him lighter than air and allow him to glide. Later on, he adds a rocket to his equipment to take advantage of propulsion and higher speed. Air Man carries an utility belt, usually equipped with multi-

use throwing eggs. Custom paraphernalia are added to each adventure providing an edge in the most various situations.

Air Man's wings and rocket can be used to fly in the air, or swim underwater.

Drake Stevens is an expert chemist and technician, capable of creating his own equipment as well as sorting out solutions to immediate problems.



# AIR MAN

## GOLDEN AGE APPEARANCES

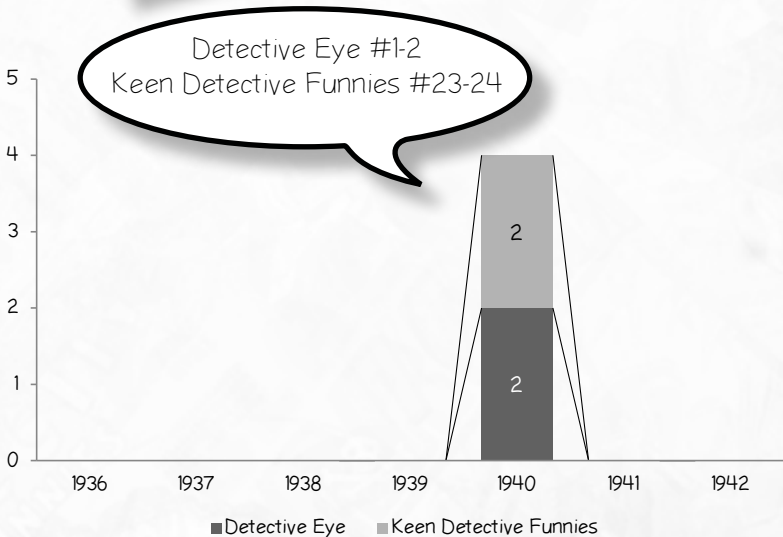
### First Appearance:

Keen Detective Funnies #23  
(Aug. 1940)



### Last Appearance:

Detective Eye #2  
(Dec. 1940)



# AIR MAN

## MODERN APPEARANCES

### **Dynamite Entertainment**

*Black Terror V1 (1-14, 2008-2011) #13*

*Project Superpowers V1 (1/2, 0-7, 2008) #1*

*Air Man makes a cameo appearance along with many other heroes of the Golden Age, now in the Public Domain.*

### **Malibu Comics**

*Airman (oneshot, 1993)*

*Ex-Mutants (1-18, 1992-1994) #11, 12, 14, 15*

*The Ferret (1-10, 1993-1994) #7*

*Gravestone (1-7, 1993-1994) #3*

*Protectors (1-20, 1992-1994) #1-14, 16, 19, 20*

*Protectors Handbook (oneshot, 1992)*

*Airman is a founding member of the Government sanctioned team, the Protectors. His powers, mostly artificial in nature, are similar to his Golden Age version. He is equipped with artificial wings and a jet pack. He also wears mechanic talons in his boots allowing him to cling to precarious perches and lift objects many times his size. The name of his late father is changed to Edward Stevens. Along with the other inhabitants of the Protectors Universe, he dies at the end of the Genesis storyline.*

## **COPYRIGHT**

*No copyright of Centaur Golden Age comics was ever renewed.*

## **TRADEMARK**

*No living trademark can be related to the Centaur character.*

*For similar or inactive trademark registrations, check the Copyright and Trademark Section - Trademark Table.*









# AMAZING-MAN

John Aman

CREATED BY:

Bill Everett (1917-1973)

## HISTORY & BIO

Amazing-Man (a.k.a Aman the Amazing-Man or the Green Mist) is Centaur's leading hero.

Bill Everett recalls he created Amazing-Man along with Lloyd Jaquet and John Harley of Harley Publications, that in the late 30s was producing comics for Centaur (Sub-Mariner & The Original Human Torch, Vol.1 - Sept. 2014).

John Aman, an orphaned child, is chosen to become the perfect human being by the Tibetan monks of the Council of Seven thanks to his "superb physical structure". Twenty-five years after having been brought into the monastery, John undergoes three trials to test his prowess (a test of strength, a test of speed and a test of physical resilience). After having surpassed them, he is sent back to the outside world to fight crime in America.

In his fight against evil, he is initially supported by Zona Henderson (Amazing-Man Comics #11 - Apr. 1940), a female investigator, and later on, by her kid brother, Tommy (Amazing-Man Comics #23 - Aug. 1941). Tommy is initially nicknamed the Boy Wonder only to become Amazing Kid in Stars and Stripes #4 - Sept. 1941, perhaps to avoid copyright problems with National/DC. In later adventures, Zona is simply referred

to as John Aman's assistant and is said to be able to think three times faster than most people (Amazing-Man #21 - Mar. 1941). With Tommy's arrival, Zona becomes the typical hero's girlfriend.

Amazing-Man's arch-enemy is the Great Question, a Tibetan monk exiled from the Council of Seven after John Aman had exposed his evil nature. In Amazing-Man Comics #6 (Oct. 1939), the Great Question captures Amazing-Man and uses his telepathic abilities to force the hero unleash his evil side. In order to be purged, Amazing-Man is recalled back to the monastery and purified by fire (Amazing-Man Comics #11 - Apr. 1940). This duality that is missing in other Golden Age heroes is not further exploited in later adventures.

In Amazing-Man Comics #23 (Aug. 1941), John's powers are further enhanced by the now Council of Twelve. His arch-enemy changes his name to the "Great Que", only to become "Mr. Que", a military master-mind (Stars and Stripes #4 - Sept. 1941). Amazing Man's enhancement gives superpowers to Tommy, who is eavesdropping on John Aman.

The very name of the character is a wordplay: his surname, Aman, is not only an abbreviation of A(mazing)-Man, but recalls a sense of mystical mystery, being a no-name: John "a man". Wordplays are an old habit of Everett, who used them also for Namor the Sub-Mariner, in which "Namor" is an anagram of "Roman" (cf. All-Winners Squad #19 - Fall 1946).

Amazing-Man starts with a strong mystic and exotic influence. However, the character is progressively turned into one of the many "Superman" clones in the attempt to mirror the success of the National/DC character. The mystic element is totally lost with the arrival of John Aman's sidekick Tommy.

John Aman, The Prince of Orphans (The Immortal Iron Fist #8 - Aug. 2007) from Marvel Comics, is loosely inspired by the

## *Golden Age Amazing-Man.*

*Will Everett the Amazing Man, a ret-conned DC Golden Age hero, and member of the All-Star Squadron (All-Star Squadron Annual #2 - Jan. 1983), is totally unrelated to his Centaur's homonym. Worth to note, he shares the same name of Centaur's Amazing-Man's creator (William Everett).*

*The French science-fiction character, Atomas, (Mon Journal #70 - Jan. 1948) possesses super-human abilities and wears a gear that recalls the one of Amazing-Man. Worth to note, Amazing-Man adventures were published in France between Apr. and Dec. 1940 (Hurrah! #251-264 - June ed., Hurrah! et les Grandes Explorations #1-4). In the French edition the character was renamed "Surhomme" (Superman). A direct influence has not been confirmed yet.*

## **POWERS & ABILITIES**

*John Aman has superhuman strength and speed, and while not invulnerable, he is able to bear an incredible amount of physical pain and damage.*

*Injected with a secret formula created by the monks of the Council of Seven, he also develops the ability to turn into a puff of green smoke by sheer will (thus one of his "many" aliases, "the Green Mist", Amazing-Man #5 - Sept. 1939). He uses this ability to become intangible and float in the air. Initially, he needs to inject himself to use the green mist power; however, in Amazing-Man comics #11 (Apr. 1940), John receives an indestructible harness, granting him to use the "green mist formula" freely, since the power now resides in his chest symbol and can be mentally activated.*

*Also, in Amazing-Man Comics #5, he shows the ability of psychic "automatic writing", causing a pen to write the name*

of its owner out of its own volition. This power is triggered by telepathic concentration.

Amazing-Man is also described as having "mystic knowledge", as a reference to the origin of his powers, or to have a knowledge of all sciences and languages (Amazing-Man #14 - Nov. 1940).

In Amazing-Man Comics #23 (Aug. 1941) Tommy develops superhuman abilities similar to those of John Aman, after being accidentally struck by the mystic energy sent by the Council of Twelve to enhance Amazing-Man's powers. However, he never shows the power to turn into the "green mist".

In Amazing-Man Comics #25 (Dec. 1941), both John Aman and Tommy show the ability to fly.

In Stars and Stripes #4 (Sept. 1941), Amazing-Man uses pills to regain his power at full, after having been poisoned.

Amazing-Man is also an expert hand-to-hand combatant and martial artist.

The Great Question, John Aman's arch-enemy, possesses a vast range of psychic powers, including telepathy, hypnotism, and other not specified mind-manipulative abilities.



# AMAZING-MAN

## GOLDEN AGE APPEARANCES

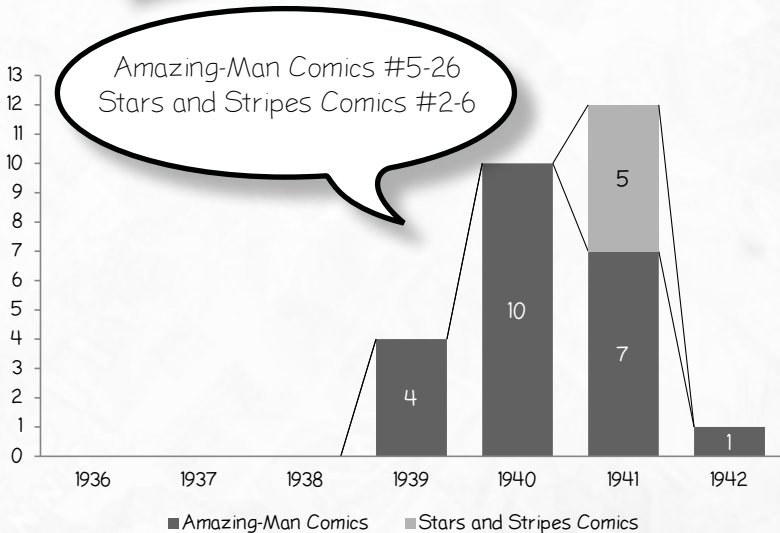
First Appearance:

Amazing Man Comics #5  
(Sept. 1939)



Last Appearance:

Amazing Man Comics #26  
(Jan. 1942)



# AMAZING-MAN

## MODERN APPEARANCES

### **Dynamite Entertainment**

*Black Terror V1 (1-14, 2008-2011) #13*

*Project Superpowers V1 (1/2, 0-7, 2008) #1*

*Amazing-Man makes few cameo appearances in the Project Superpowers Universe.*

### **Gallant Comics**

*John Aman Amazing Man web comics (ongoing, 2014), #1-4*

*In the Gallant Universe, Amazing-Man shares the same powers and origins of his Golden Age counterpart. His costume is modernized, and his physical appearance is slightly changed, recalling some of the facial features of Namor, Bill Everett's most famous character. He teams up with other Public Domain heroes such as Miss Masque (Better/Nedor/Standard), Music Master (Easter Color), Doctor (Dr) Vampire (Chesler Comics), the original Blue Beetle (Fox) and the yet to appear Centaur's fellow hero Minimidget (renamed Miniature Man).*

### **Malibu Comics**

*Ex-Mutants (1-18, 1992-1994) #11, 12, 14, 15*

*The Ferret (1-10, 1993-1994) #1-10*

*Gravestone (1-7, 1993-1994) #3*

*Man of War (1-8, 1993-1994) #3*

*Protectors (1-20, 1992-1994) #2-20*

*Protectors Handbook (oneshot, 1992)*

*In the Protectors Universe, Amazing-Man is a member of*



the government-sanctioned team of heroes, the Protectors. His origins recall those of his Golden Age self. However, his powers are improved and rationalized. He is still super strong, has the ability to fly and can teleport to any place within his sight range. He has control over his own aging and healing process, even if he is not invulnerable. From time to time, he undergoes intense rage attacks that cause him to lose control with significantly destructive results. He can be brought back to his senses only by the use of psychic powers. Zona Henderson, Amazing-Man's Golden Age fiancée, is now an old woman taking care of the slow-aging John Aman. The Great Question, Amazing-Man's greatest villain, is turned into the Protectors' most dangerous foe. Along with the other inhabitants of the Protectors Universe, he dies at the end of the Genesis storyline.

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# ABOUT BLUE MONKEY STUDIO



Blue Monkey Studio (BMS), established in 2010, is an Italian firm specializing in graphic design, illustration and publishing services. BMS provides high-quality art and design to local, national and international clients at competitive rates, focusing on establishing a company's brand and corporate identity through a customized logo, mascot, letterhead, business cards and web design.

We also provide artwork for the education and edutainment sector, create book illustrations and comics, and develop character design, backgrounds and concept art for multimedia entertainment companies.

Publishing services include the complete management of a literary work from concept development and design to proofreading and editing.

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Our flexible, customized implementation process, based on the customer's specifications and feedback, gives us the ability to quickly manage multiple projects from different business sectors. We have satisfied clients around the world, and more than 85% of our clients do us the honor of returning for additional services.

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